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Dear Microsoft Customer:

Get your family ready to sample the most comprehensive Logo available for the Macintosh™—Microsoft® Logo.

Because this package contains the Microsoft Logo Demonstration Kit you ordered. Inside you'll find:

The Microsoft Logo demonstration disk. It includes an automatic demonstration, sample programs, and a way for you to write your own Microsoft Logo programs.

Instructions for using the demo. It tells you how to get started whether you have a 128K or 512K Macintosh.

A Microsoft Logo data sheet. It gives you additional details about the complete Microsoft Logo program itself.

After you try Microsoft Logo, get the actual program—complete with comprehensive manuals—from your Microsoft dealer. At just \$124.95 it's the least expensive, most comprehensive Logo available for the Macintosh.

So why not start up your demo disk right now?

Then you and your entire family can experience the fascinating world of computers together.

Microsoft Corporation



Microsoft® Logo for the Apple® Macintosh™

IMPORTANT! **READ THESE INSTRUCTIONS FIRST**

This demo will not operate unless you customize your disk by following the instructions below.

INSTRUCTIONS FOR USING THE DEMONSTRATION DISK

If you own a 128K Macintosh, please see the reverse side of this sheet.

If you own a 512K Macintosh, follow the instructions below.

The 512K Logo demonstration contains three separate options: **Show me a Demonstration**, which is a self-running demonstration; **Show me some Sample Programs**, which gives you four interactive Logo programs to explore; and **Let me use Logo**, a special version of Microsoft Logo for the 512K Macintosh. You can experiment with any of these options at any time. However, if this is your first time using Logo, we urge you to first run the automatic demo.

Please note that your demo disk will not operate unless you follow the instructions below.

To customize the Microsoft Logo demonstration disk to run on the 512K Macintosh:

1. Start up your Macintosh. Insert the disk into the internal drive. The desktop will appear.

At this point, *and before following step (2) below*, you can make a copy of your disk for use on a 128K Macintosh. After you follow the instructions in (2), your disk will work only on a 512K Macintosh and cannot be used with a 128K Macintosh.

2. One by one, select the 128K Demo and the Logo 128K icons and drag them to the Trash Can. Pull down the Special menu and select Empty Trash. What now remains on the desktop are the six icons for Demo Menu, Logo, Samples Menu, Samples Folder, Demo Folder, and System Folder.

To load the demonstration menu:

3. Double-click the Demo Menu icon.

The Demo Menu will appear with the following three options: **Show me a Demonstration**, **Show me some Sample Programs**, and **Let me use Logo**.

Show me a Demonstration: If you do not select either of the two options after step (3) above, the auto demo will, after several seconds, automatically be loaded. The demonstration will continually

repeat until you stop it. To quit, pull down the Edit menu and select Stop or type Command-S. At this point, you will be returned to the Demo Menu, where you can select another option or end your session.

Show me some Sample Programs: After you select this option, you are taken to the Samples Menu. This menu contains four separate programs for you to explore at your leisure: **A Biorhythm**, **A Calendar**, **A Puzzle**, and **A Maze**. This menu also contains options that will return you to either the auto demo or **Let me use Logo**. *Please note:* If you STOP or PAUSE a sample program to examine its contents (or by attempting to print), you can restart the program by typing: START <Enter>.

Let me use Logo: This option takes you directly into a complete version of Microsoft Logo for the 512K Macintosh, except you do not have the ability to alter Preferences (the instructions enabling you to reconfigure the Logo environment to your own requirements), and you cannot successfully Save or Print new programs. (The retail package of Microsoft Logo also contains comprehensive manuals that are not included with this demonstration disk.)

We encourage you to explore fully this version of Logo. Try out various commands, load in the additional sample programs, and alter existing procedures. If you need help on a specific command, type in the command, highlight it, and choose Help from the Edit menu or type Command-H. To return to the Demo Menu, pull down the File menu and select Load; then double-click Demo Menu.

If you have technical questions about the Microsoft Logo demonstration disk, you can call our Product Support staff at (206) 828-8089.

We hope you enjoy Microsoft Logo for the Macintosh.



Microsoft Logo for the Apple Macintosh

IMPORTANT! **READ THESE INSTRUCTIONS FIRST**

This demo will not operate unless you customize your disk by following the instructions below.

INSTRUCTIONS FOR USING THE DEMONSTRATION DISK

If you own a 512K Macintosh, please see the reverse side of this sheet.
If you own a 128K Macintosh, follow the instructions below.

The 128K Logo demonstration contains two parts: a self-running demonstration and a special version of Microsoft Logo for the 128K Macintosh. You can run either of these sections at any time. However, if this is your first time using Logo, we urge you to first run the automatic demo.

Please note that your demo disk will not operate unless you follow the instructions below.

To customize the Microsoft Logo demonstration disk to run on the 128K Macintosh:

1. Start up your Macintosh. Insert the disk into the internal drive. The desktop will appear.

At this point, *and before following step (2) below*, you can make a copy of your disk for use on a 512K Macintosh. After you follow the instructions in (2), your disk will work only on a 128K Macintosh and cannot be used with a 512K Macintosh.

2. One by one, select the Logo, Samples Menu, Samples Folder, and Demo Menu icons and drag them to the Trash Can. Pull down the Special menu and select Empty Trash. What now remains on the desktop are the four icons for 128K Demo, Logo 128K, Demo Folder, and System Folder.

To load the automatic demo:

3. Double-click the 128K Demo icon.

After several seconds, the auto demo will automatically be loaded. It will continually repeat until you stop it. When you wish, take the following steps to get into Logo.

To stop the auto demo and load Logo:

4. Pull down the Edit menu and select Stop.

5. Pull down the File menu and select Quit.

6. When asked, "Save before quitting?," click No. You will be returned to the desktop.

7. Double-click the Logo 128K icon.

You are now in a complete version of Logo for the 128K Macintosh, except you do not have the ability to alter Preferences (the instructions enabling you to reconfigure the Logo environment to your own requirements), and you cannot successfully Save or Print new programs. (The retail package of Microsoft Logo also contains comprehensive manuals that are not included with this demonstration disk.)

We encourage you to explore fully this version of Logo. Try out various commands; examine the demonstration program and alter various parts of it. If you need help on a specific command, type in the command, highlight it, and choose Help from the Edit menu or type Command-H.

To stop Logo and return to the desktop:

8. Pull down the File menu and select Quit.

At this point, you may either end your session or run the automatic demonstration again.

Note: The **Show me some Sample Programs** option is available only on the 512K Macintosh Logo demonstration; the debug feature is operative only in the 512K demonstration. See the reverse side of this sheet for further information.

If you have technical questions about the Microsoft Logo demonstration disk, you can call our Product Support staff at (206) 828-8089.

We hope you enjoy Microsoft Logo for the Macintosh.

List of commands (for help on commands, see "Getting HELP" on other side of page):

Words, lists, arrays: First, ButFirst, Last, ButLast, Item, Segment, FPut, LPut, List, Sentence, Word, Array, PArray, GArray, ListArray, Count, WordP, ListP, ArrayP, NumberP, MemberP, BeforeP, EmptyP, EqualP, EquivalentP, PadLeft, PadRight, SetPadChar, SetDecimal, Decimal, Form, EForm, Parse

Defining and Assigning: To, End, Edit, CopyDef, Define, Text, Make, Name, Local, Thing, EdN, PProp, GProp, RemProp, PList

Workspace and disk drive control: POTS, POProc, POname, POPList, PONS, PO, Procedures, Names, PLists, Primitives, Symbols, PrimitiveP, NameP, DefinedP, EraseProc, EraseName, ErasePList, Erase, ErAll, Space, Recycle, RemComments, BuryProc, BuryName, BuryAll, BuriedProcs, BuriedNames, UnBuryProc, UnBuryName, UnBuryAll, Load, Save, OnLine, POFile, EraseFile, Quit, SetPrefix, Prefix, Eject, UnMount

Program control: If, IfElse, And, Or, Not, Repeat, Run, Stop, Output, Go, Label, Catch, Throw, TopLevel, Error, Wait

Mathematics: +, -, *, /, <, =, >, Sum, Difference, Product, Quotient, Remainder, Div, Round, Abs, Minus, Int, Power, SqRt, Exp, Ln, Sin, ArcTan, Cos, pi, Random, ReRandom, Annuity, Compound

Reading and writing: Dribble, NoDribble, Open, Close, Device, SetRead, Reader, SetWrite, Writer, AllOpen, SetCurrent, Current, ReadChar, ReadWord, ReadList, KeyP, Print, Type, Show, FPrint, CT, ASCII, Char, Date, Time, Toot

Graphics: ShowTurtle, HideTurtle, CG, Forward, Back, Right, Left, Home, SetPos, Pos, SetX, XCor, SetY, YCor, SetHeading, Heading, Distance, Towards, Wrap, NoWrap, Clean, PenDown, PenPaint, PenUp, PenErase, PenReverse, PenState, SetPPattern, PPattern, SetPWidth, PWidth, FillSh, Dot, Line, Rect, RRect, Oval, Arc, GrScroll, SetFont, Font, SetStyle, Style, SetCursor, Cursor

And many, many more...

Here are some sample Logo commands you should try:

Double-click on "Logo" or "Logo 128K." From the "Text" window, type each of the following commands. Watch the results as they appear on the "Graphics" and "Text" windows. Do not type anything that's in italics.

Type:

```
cg <enter>
showturtle <enter>
fillsh [repeat 3 [forward 70 right 120]] <enter>
print [It's a turtle's life] <enter>
```

```
cg <enter>
setppattern 2 <enter>
repeat 30 [repeat 4 [forward 40 right 90] right 12] <enter>
```

```
cg <enter>
setpwidth 5 <enter>
repeat 5 [forward 50 right 360 / 5] <enter>
```

```
edit "average <enter>
```

You should change the procedure in the edit window (using mouse, backspace, and <return>) to look like:

```
to average :x :y <return>
output (:x + :y) / 2 <return>
end <return>
```

You should end the edit with <enter>

```
print average 6 12 <enter>
```



HINTS ON USING THE DEMONSTRATION VERSION OF MICROSOFT LOGO.

To start Logo, you should double-click on the "Logo" icon (for 512K Macs) or the "Logo 128K" icon (for 128K Macs). Logo does not work on the Mac-Plus. Special note: Logo always performs an action after the <enter> key. It does not execute from the <return> key, which is used for editing and changing your commands and programs.

Getting HELP on a command:

- With the mouse, highlight the command you want information about.
- Select *Edit*, then *Help*, (or COMMAND/H).

To look at a program without running it:

- Select *File*, then *Load*.
- Select the "Window" circle instead of the "Workspace" circle.
- Highlight the program you want to observe, and select "Load."

To run a program:

- Either, run the program automatically from the self-running demonstration, or
- Select *File*, then *Load*.
- Leave it at the "Workspace" circle.
- Highlight the program you want to run, and select "Load."

To get a list of procedures in the current program:

- While running the program, select *Edit*, then *Stop*, (or COMMAND/S).
- Select *File*, then *Open Window*, (or COMMAND/O).
- Select the "Text" circle, give your window any name, and select "Open."
- Close the other windows, and type POTS<enter>.

To display or change an individual procedure:

- While in the text window you've opened above,
type EDIT "<procedure name><enter>".
Example: If in file 3D you wanted to see the procedure SPHERE, you would type:
EDIT "SPHERE<enter>.
- Logo will open an expandable edit window that lets you see and change what you want.
When adding lines to the procedure, end the line with <return>.
- When through with editing the procedure, type <enter>.

To run a specific procedure:

- Type <procedure name><arguments><enter>.
Example: if you want to run procedure "set.sphere" in file 3D, type:
SET.SPHERE<enter>.

The Microsoft Logo Advantage (cont'd.)

be well on your way to building a powerful language for any application. Whether you've got 128K memory, 512K memory, or more, Microsoft Logo makes the most of your computer's memory.

Microsoft Logo also supports all the Macintosh features and

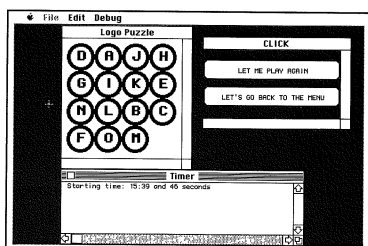
accessories. Your Logo programs can fully utilize the mouse and windows. They can control a disk drive or a modem. And Microsoft Logo works with a wide range of printers, including the Apple ImageWriter™.

Take advantage of the best Logo for the Macintosh. Microsoft Logo is the only version of Logo that meets the standard of the Macintosh's power and ease of use. Children as well as adults will find programming with Microsoft Logo fun and rewarding.

Inside Microsoft Logo

Programming aids

- On-line help information for all commands
- Simultaneous text, graphics, and debugging windows



- Simultaneous multiple program windows
- Extensive program control, including conditional operators and error-tracing commands
- Operators to define procedures and variables

- Mathematical functions, including exponents, annuity, and compound
- Comprehensive and easily understandable error messages
- "Preferences" program for setting the most efficient memory usage, along with default command sets, window placement, text font, and serial port configurations

Word and list processing

- Extract selected parts of words and lists
- Combine words and lists
- Get information about words and lists (such as equivalencies and amounts)
- Format words and numbers

Support for Macintosh features

- Your Logo programs can support all Macintosh features and accessories:

- Windowing commands
- Mouse control
- Standard input and output devices, including keyboard, disk drives, modems, and most printers

Documentation

- *Logo Guide to Programming.* Explains how to start and use Microsoft Logo, giving detailed examples of how to write programs using turtle graphics, recursion, AI parsing rules, business graphics, text manipulation, and data management.
- *Logo Reference Manual.* Defines the language and its use on the Macintosh. Includes detailed descriptions of each Logo command and function.
- *Quick Reference Guide.* Provides a concise summary of all the commands and features of the language for instant access.

System Configuration

System requirements

- Apple Macintosh 128K or 512 K

Printers

- Microsoft Logo works with a wide range of printers, including the Apple ImageWriter

Dealer Imprint Area

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Microsoft® Logo Interpreter

For the Apple® Macintosh™

Product Overview

Microsoft brings one of the most popular tools for learning programming to the Macintosh, the computer that's built for easy learning. With Microsoft Logo, your entire family can learn excellent programming habits and problem-solving skills while creating fascinating and useful graphics, text, and numerical programs.

Logo is a language for people as well as computers. Derived from LISP (a language widely used in artificial intelligence applications), it was originally

developed by MIT educator Dr. Seymour Papert. Microsoft Logo for the Macintosh was written expressly for Microsoft by Logo Computer Systems Inc., Dr. Papert's authorized developers. Authors of the immensely popular Logo for the Apple II personal computer, LCSi has once again created an ideal language for introducing people of all ages to the world of computers.

Microsoft Logo for the Macintosh takes all the traditional Logo advantages one step further by bringing them into the Macintosh environment. Multiple

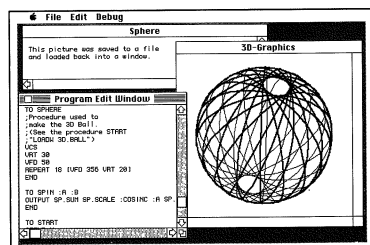
windows allow you to view programs, their output, and error-detection simultaneously. The language is fully mouse-controlled for fast editing. Access to the Macintosh QuickDraw routines means you can create basic designs and patterns with a single command. And you can build all of these same features into the programs you write with Microsoft Logo.

So whether you want a programming language for yourself, a teenager, or even a younger child, go with Microsoft Logo. It's the learning tool you'll never outgrow.

The Microsoft Logo Advantage

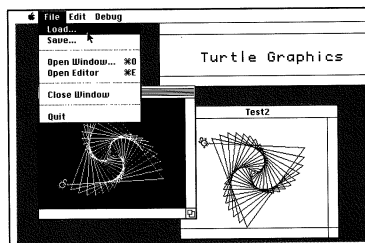
Teach children. Logo helps even the youngest users quickly learn to interact with the computer. Its modular approach means that novice programmers can readily build up simple routines, and then combine them to form more complex programs.

Enjoy the world's most interactive language. Programming with Microsoft Logo is a fast, enjoyable, interactive experience. Because this is an interpreted version of Logo, there's no waiting for your programs to compile before you can run them. You can have numerous text, graphics, and debugging windows on the screen at once. On-line help screens give you the assistance you need without having to leave the program. And Microsoft Logo learns with you. When you write a subprogram, you automatically create a new command that enhances your Logo language. You can even enter on-line help text for it.



Choose the language that grows with you. Logo is easy and useful from the first minute you start programming, yet it's also one of the most powerful and extensible languages available. The

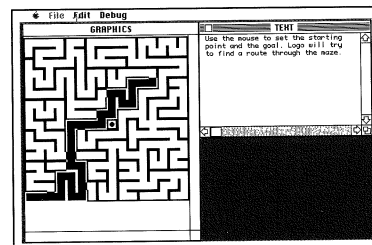
sheer power of the Macintosh has made the ideal learning tool also an ideal programming language. By learning programming techniques with Microsoft Logo, you'll be gaining valuable experience with a language that's well suited for writing programs for everything from animated graphics to language and math drills to word processing and financial analysis — or even other languages. It's a programming language your family will never outgrow.



Use powerful interactive graphics. Logo's own renowned design capabilities have now been extended to take advantage of the Macintosh's built-in graphics routines. First, you have Logo's powerful "turtle graphics." To create eye-catching designs and animations, you simply tell the on-screen turtle where to move, and it paints graphics in its wake. (You can even have multiple turtle windows on the screen simultaneously.) Additionally, with Microsoft Logo for the Macintosh, your family has access to the time-saving QuickDraw graphics routines, allowing you to draw frequently used objects with a single command.

Get help along the way. Microsoft Logo's on-screen help covers every command and action you perform. Clear error messages speak in *your* language, not the computer's. The package also comes with a complete user's guide and reference manual.

Learn the principles of artificial intelligence (AI). Logo is structured like your own learning and logic processes, presenting each piece of detailed information only as it becomes relevant. In line with its reputation as an ideal AI tool, Logo works just like LISP, except that it's easy and fun enough for children to use. It actually teaches good problem-solving techniques while your child learns programming — techniques that even carry over into your child's world away from the computer.



Use the Macintosh to full capacity. Because Microsoft Logo brings procedures into memory only as it needs them, it leaves room in your Macintosh to write large applications using the full power of your machine. And since the language already includes 270 commands and functions, you've got the shortcuts you need to

MICROSOFT®



Logo

by Logo Computer Systems Inc.

- Demonstration Disk
- Copy freely for demonstrations

D-017

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IMPORTANT:
See instructions
before using

For Apple® Macintosh™





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